

The claims in prosecution are as follows:

1. (presently amended) A ~~computer-readable program~~ medium having stored computer program code that when executed by a computer causes a computer system to recognize a character-based user interface having a plurality of host component types and to transform the character-based user interface to a web enabled user interface, the medium having code to control the computer, the medium comprising:

code for scanning the character-based user interface ~~for~~ by a plurality of agents; code in each agent for determining the existence of a different host component type unique to the agent;

code for defining a match region for each host component type found to exist by an agent in the character-based user interface;

code for determining whether two or more match regions overlap;

code for resolving a conflict between the two or more match regions that overlap;

and

code for rendering match regions associated with each agent to compose the web enabled user interface.

2. (presently amended) The ~~computer readable program~~ medium of claim 1 wherein

the rendering code further comprises:

code for rendering each match region as a widget, the aggregated widgets composing a formatted output page.

3. (presently amended) The ~~computer readable program~~ medium of claim 1

wherein the resolving code is executed before the rendering code, and further comprises:

code for resolving a conflict between two or more match regions which overlap based on a policy to determine which agent associated with a match region controls the overlap region.

4. (presently amended) The ~~computer readable program~~ medium of claim 3 wherein

the resolving code further comprises:

code for assigning a predetermined priority to each agent;

code for comparing the predetermined priority to resolve a conflict between two or more match regions; and

code for selecting the agent with the highest predetermined priority to control the overlapping region.

5. (presently amended) The ~~computer readable program~~ medium of claim 3 wherein the resolving code further comprises:

code for comparing the size of the conflicting regions which overlap; and

code for selecting the agent having the smaller size region to control the overlapped region.

6. (presently amended) The ~~computer readable program~~ medium of claim 3 wherein the resolving code further comprises:

code for assigning a dynamic priority to each conflicting region having a common overlapping region, the dynamic priority based on the projected amount of time expended to render each conflicting region; and

code for selecting the agent controlling the conflicting region having the highest priority to retain control over the overlapping region.

7. (presently amended) The ~~computer readable program~~ medium of claim 4 further comprising code for controlling the agents detecting overlapping match regions to negotiate whether to relinquish control of each agent's overlap region.

8. (presently amended) A computer system for recognizing a character-based user interface having a plurality of host component types and transforming the character-based user interface to a web enabled user interface, the computer system comprising:

a memory comprising a plurality of agent objects to scan the character-based user interface, each agent object determining the existence of a different host component type from the other agents, each agent object defining a match region for each host component type found to exist in the character-based user interface,

an agent manager for determining whether two or more match regions overlap and for resolving the overlap, each agent object rendering ~~its associated its~~ associated match region to compose the web enabled user interface; and

a processor for running the plurality of agent objects.

9. (presently amended) The computer system of claim 8 wherein each agent ~~renders is configured to render~~ each match region as a widget, the aggregated widgets composing a formatted output page.

10. (canceled)

11. (presently amended) The computer system of claim [[10]] 8 wherein the system ~~resolves is configured to resolve~~ a conflict between two or more overlapping match regions based on a policy to determine which agent associated with one match region controls the overlap region, the processor configured to execute ~~run~~ the policy.

12. (presently amended) The computer system of claim 11 wherein the

policy executed by the processor comprises:

assigning a predetermined priority to each agent;  
comparing the predetermined priority of the two or more ~~conflicting~~ agents  
detecting overlapping match regions; and selecting the agent with the highest  
predetermined priority to control the overlapping region.

13. (original) The computer system of claim 11 wherein the policy executed  
by the processor comprises:

comparing the size of the conflicting regions which overlap; and  
selecting the agent having the smaller size region to control the overlapped  
region.

14. (original) The computer system of claim 11 wherein the policy executed  
by the processor comprises:

assigning a dynamic priority to each conflicting region having a common  
overlapping region, the dynamic priority based on the projected amount of time  
expended to render each conflicting region; and  
selecting the agent controlling the conflicting region having the highest  
priority to retain control over the overlapping region.

15. (presently amended) A method for recognizing a character-based user  
interface having a plurality of host component types and transforming the character-  
based user interface to a web enabled user interface, the method comprising:  
scanning the character-based user interface ~~for~~ by a plurality of agents;  
determining which host component types exist in the character-based user  
interface, each agent determining the existence of a different host component type from  
the other agents;  
defining a match region for each host component type found to exist by an

agent in the character-based user interface;  
determining whether two or more match regions overlap;  
upon a determination that two or more match regions overlap, resolving a conflict between said two or more match regions that overlap;  
and  
rendering match regions associated with each agent to compose the web enabled user interface.

16. (presently amended) The method of claim 15 wherein ~~the render step rendering match regions associated with each agent to compose the web enabled user interface~~ further comprises:

rendering each match region as a widget, the aggregated widgets composing a formatted output page.

17. (presently amended) The method of claim 15 ~~further comprising a step before the rendering step, the step comprising wherein resolving a conflict between said two or more match regions that overlap further comprises:~~

resolving a conflict between two or more match regions ~~which overlap~~ based on a policy to determine which agent associated with a match region controls the overlap region.

18. (presently amended) The method of claim 17 wherein the policy comprises ~~the steps of:~~

assigning a predetermined priority to each agent;  
comparing the predetermined priority of the two or more ~~conflicting~~ agents detecting overlapping match regions; and selecting the agent with the highest predetermined priority to control the overlapping region.

19. (presently amended) The method of claim 17 wherein the policy

comprises ~~the steps of:~~ comparing the size of the conflicting regions which overlap;  
and

selecting the agent having the smaller size region to control the overlapped  
region.

20. (presently amended) The method of claim 17 wherein the policy  
comprises ~~the steps of:~~

assigning a dynamic priority to each conflicting region having a common  
overlapping region, the dynamic priority based on the projected amount of time  
expended to render each conflicting region; and

selecting the agent controlling the conflicting region having the highest  
priority to retain control over the overlapping region.

21. (presently amended) The method of claim 18 wherein the ~~conflicting agents~~  
~~detecting overlapping match regions~~ negotiate whether to relinquish control of ~~at~~  
~~least the each agent's~~ overlap region.